SlideshowBox

User Manual

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1. Overview

SlideshowBox provides an easy way to integrate eye catching image galleries and slide shows into your Flash projects. By applying a very simple configuration model, the SlideshowBox Panel can be easily used to set up any of the slideshow templates you like. The SlideshowBox Panel also comes with the possibility to create a slideshow from any of the ready-made presets for each album template. This feature means you can have an album set up in a matter of seconds.

The images for the albums are fed through an XML file. By using different XML files for the same album, you can display the album template in different ways. SlideshowBox also supports RSS 2.0 feeds from various image sharing services. This way you can create slideshows with images from Flickr, Picasa, PhotoBucket and Smugmug.

The album templates are similar to those used on PhotoSnack.com, an online photo slide show maker and photo sharing tool, based on SlideshowBox and its templates.

The SlideshowBox v2.0 component comes in a single package that can be used for both commercial and non-commercial projects. The package contains the SlideshowBox component and the slideshow templates for both Adobe Flash and JavaScript. Further more, you have access to all the properties of the component and its templates, meaning they are fully customizable either from the SlideshowBox Panel or from ActionScript/JavaScript code. The JavaScript version (.js files) and the pre-compiled Flash slideshows (.swf files) found in the package can be embedded easily into your own HTML pages. Please note that not all of the Flash slideshow templates are available in JavaScript.

Note: For information on the properties, methods and events of the Flash components please consult the ActionScript 3.0 Usage document. For the list of parameters of each SlideshowBox template please see the documentation for each of the templates. The exact structure of the source XML file is described in the The Source XML File document.

Important notes: SlideshowBox v2.0 is set to work on specific domains, using domain keys generated when you purchase the license for those domains. If you did not purchase any domain keys, you will still be able to use the component and create slideshows but the component will always display a watermark. To turn off the watermark, the slideshow must receive a domain key (generated for the web domain it will be used on), embedded into a HTML page and finally placed on the web domain for which the license was purchased.

The Flash component has to verify the domain where it is hosted on by using JavaScript. If the component cannot detect the domain it is hosted on, the watermark will be left visible. This is why the watermark will always be visible when using the component with the Adobe Flash Professional IDE or when viewing it on your local computer. The watermark should disappear when the slideshow is finally embedded into the HTML page and placed on the proper web domain for which the domain key was generated.

When embedding the Flash slideshow into a HTML page please make sure that the *allowScriptAccess* parameter of the embed code is set to either *sameDomain* or *always*. If the Flash player is not allowed to access JavaScript, the component will not be able to get the domain it is hosted on and the watermark will be left visible.

2. Compatibility

ActionScript 3.0/JavaScript

Flash IDE: **Adobe Flash CS3**, **Adobe Flash CS4**, **Adobe Flash CS5** (some SlideshowBox templates will not work in Flash CS3)

Flash Player: **9+** (10+ for some templates)

JavaScript enabled browsers: Firefox, Chrome, Safari, Internet Explorer 7+, Opera

Note: For more information on which album templates support Flash Player 9/Flash CS3 and which ones need Flash Player 10/Flash CS4+ please see the full list of templates and their compatibility http://www.slideshowbox.com/files/pdf/List of templates and compatibility.pdf.

3. Requirements

1. The Flash version of SlideshowBox runs in Adobe Flash CS3, CS4 and CS5, AS3.0 only, on both Windows and Mac OS. The JavaScript version of SlideshowBox runs in any HTML5 compatible browser.

2. Basic Flash CS3/CS4/CS5 knowledge is necessary while using the SlideshowBox Panel for configuring the component. No coding skills are required unless you would like to use it in advanced/script mode.

3. A domain key is required to turn off the SlideshowBox watermark when embedded into a HTML page and placed on a web domain.

4. For embedding the SlideshowBox templates (Flash or JavaScript) into HTML pages, JavaScript enabled browsers are required.

4. The Flash Component – Installation and Usage

The Flash version of SlideshowBox consists of two parts: the Component itself and the component's interface panel. The SlideshowBox Component (**Window > Components**) is the main part of the SlideshowBox system because it is the element that holds all basic actions. It loads and controls the SlideshowBox templates, based upon the settings received from XML statements or directly from the SlideshowBox Panel.

The SlideshowBox Panel (**Window > Other Panels > SlideshowBox Panel**) is a tool that loads within Flash CS3/CS4/CS5 itself (the Flash IDE). The SlideshowBox Panel is the interface used to set the source of the component (either the URL of a XML file or you could paste your XML data directly there) and to select, configure and apply SlideshowBox templates from the list. In other words, it's the hands-on tool you'll be using to create photo slide shows.

4.1. Installation

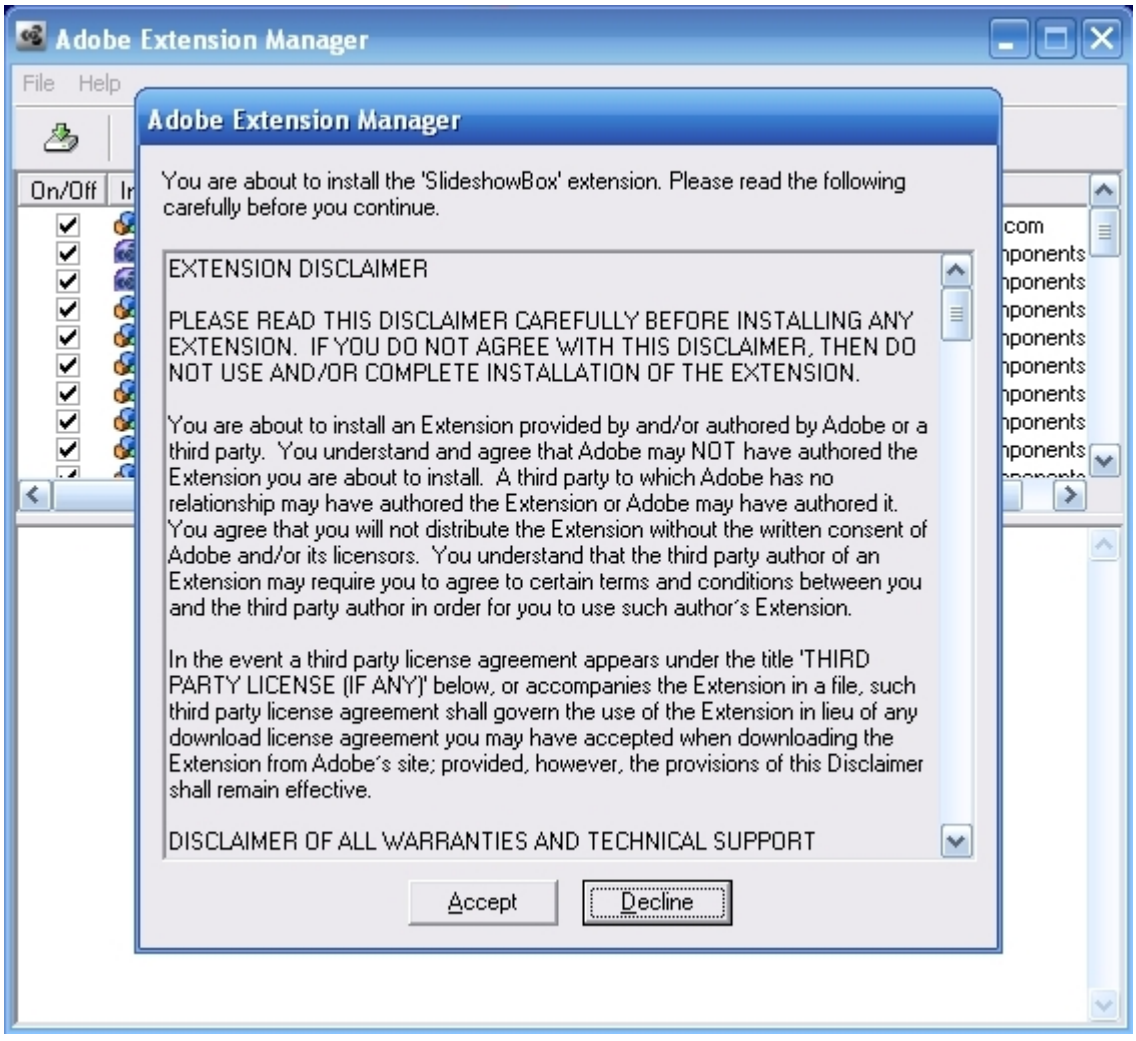
Installation requires Adobe Extension Manager Version 1.8 (Flash CS3) or Version 2+ (Flash CS4 and Flash CS5). Adobe Extension Manager is freely available for download on the Adobe website at: http://www.adobe.com/exchange/em_download/.

Note: If you are installing a major update (i.e., you have been notified through the SlideshowBox Panel), please see Section 4.2.

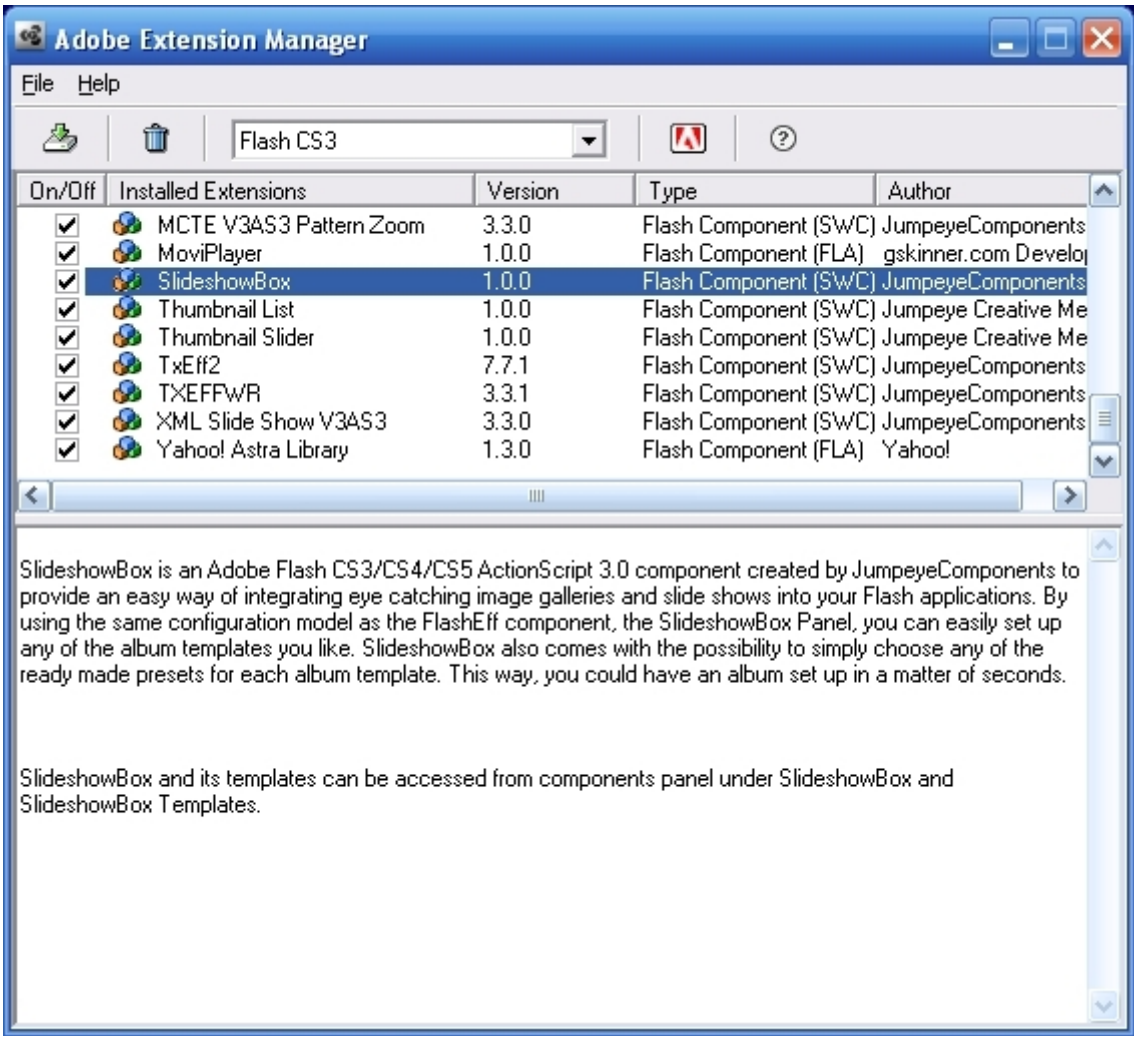
1. Download the SlideshowBox package from your JumpeyeComponents.com account page.
2. Unzip/Unpack the files to a directory of your choice on your hard drive.
3. Locate the .mxp installation file in the main directory of the unzipped files.
4. Open Adobe Flash CS3, CS4 or CS5, if not already opened.
5. Launch the Adobe Extension Manager from within the Adobe Flash IDE by selecting **Help > Manage Extensions**. If you have a prior version of SlideshowBox, uninstall that extension.

SlideshowBox.mxp

6. Install SlideshowBox by openning the .mxp file using Adobe Extension Manager (click on the Install button or select the **File > Install Extension** menu item) and follow the prompts to complete the installation process.

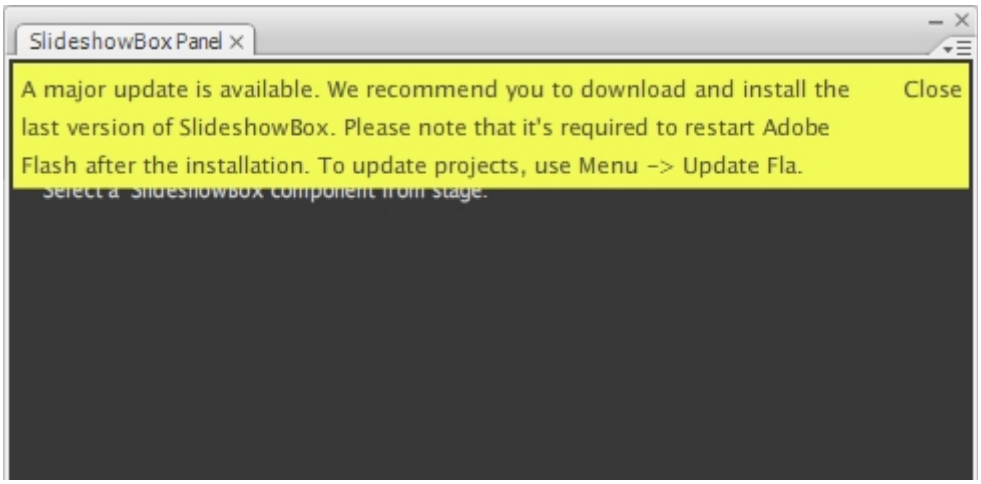

Adobe Extension Manager
File Help
On/Off
Adobe Extension Manager
You are about to install the 'SlideshowBox' extension. Please read the following carefully before you continue.
EXTENSION DISCLAIMER
PLEASE READ THIS DISCLAIMER CAREFULLY BEFORE INSTALLING ANY EXTENSION. IF YOU DO NOT AGREE WITH THIS DISCLAIMER, THEN DO NOT USE AND/OR COMPLETE INSTALLATION OF THE EXTENSION.
You are about to install an Extension provided by and/or authored by Adobe or a third party. You understand and agree that Adobe may NOT have authored the Extension you are about to install. A third party to which Adobe has no relationship may have authored the Extension or Adobe may have authored it. You agree that you will not distribute the Extension without the written consent of Adobe and/or its licensors. You understand that the third party author of an Extension may require you to agree to certain terms and conditions between you and the third party author in order for you to use such author's Extension.
In the event a third party license agreement appears under the title 'THIRD PARTY LICENSE (IF ANY)' below, or accompanies the Extension in a file, such third party license agreement shall govern the use of the Extension in lieu of any download license agreement you may have accepted when downloading the Extension from Adobe's site; provided, however, the provisions of this Disclaimer shall remain effective.
DISCLAIMER OF ALL WARRANTIES AND TECHNICAL SUPPORT
Accept
Decline

Once the components have been successfully installed, close Adobe Flash for the installation to take effect. Next, open Adobe Flash and you'll find the components in the SlideshowBox folder of the Components Panel (**Window > Components**) and the SlideshowBox Panel in the Window menu (**Window > Other Panels > SlideshowBox Panel**). This Panel is what you'll use to set up your slide shows.


Adobe Extension Manager
File Help
Flash CS3
On/Off
Installed Extensions
Version
Type
Author
MCTE V3AS3 Pattern Zoom 3.3.0 Flash Component (SWC) JumpeyeComponents
MoviPlayer 1.0.0 Flash Component (FLA) gskinner.com Develo
SlideshowBox 1.0.0 Flash Component (SWC) JumpeyeComponents
Thumbnail List 1.0.0 Flash Component (SWC) Jumpeye Creative Me
Thumbnail Slider 1.0.0 Flash Component (SWC) Jumpeye Creative Me
TxEff2 7.7.1 Flash Component (SWC) JumpeyeComponents
TXEFFWR 3.3.1 Flash Component (SWC) JumpeyeComponents
XML Slide Show V3AS3 3.3.0 Flash Component (SWC) JumpeyeComponents
Yahoo! Astra Library 1.3.0 Flash Component (FLA) Yahoo!
SlideshowBox is an Adobe Flash CS3/CS4/CS5 ActionScript 3.0 component created by JumpeyeComponents to provide an easy way of integrating eye catching image galleries and slide shows into your Flash applications. By using the same configuration model as the FlashEff component, the SlideshowBox Panel, you can easily set up any of the album templates you like. SlideshowBox also comes with the possibility to simply choose any of the ready made presets for each album template. This way, you could have an album set up in a matter of seconds.
SlideshowBox and its templates can be accessed from components panel under SlideshowBox and SlideshowBox Templates.

4.2. Installing a Major Update of SlideshowBox

When major updates of SlideshowBox are released, the SlideshowBox Panel will notify and prompt you to download the new version.


SlideshowBox Panel
A major update is available. We recommend you to download and install the last version of SlideshowBox. Please note that it's required to restart Adobe Flash after the installation. To update projects, use Menu -> Update Fla.
Close

You can use the component and panel without applying the update, however, we recommend you to make the update since there could be bug fixes and new features added to the package. To close the update message press on the Close button. This message will appear each time you open the SlideshowBox Panel. To make the update simply log into your JumpeyeComponents.com account and redownload the package from your downloads list. Once the package has downloaded, unpack it in a destination folder of your choice.

First, if you have Adobe Flash opened, we recommend you to save all of your opened files and then open Adobe Extension Manager exactly as specified in the installation steps described earlier. Next, select the older version of the SlideshowBox Component and uninstall it (press the remove extension button or File > Remove extension). Now you can follow the installation steps from paragraph 4.1.

Finally, once installed, Adobe Extension Manager can be closed and Adobe Flash CS3/CS4/CS5 needs to be restarted in order for the installation to take effect. To update any existing, previous work, select one of the SlideshowBox Component instances and bring up the SlideshowBox Panel. Select **Menu > Update fla** to update all the SlideshowBox Templates and the SlideshowBox Component from the library with the newly installed versions. Whenever you are prompted, choose the *Replace the existing item* option. Please be patient as this process may take several minutes, depending upon the complexity of your project.

4.3. Getting Started

The SlideshowBox Component can be used to create image slide shows based on several different album templates. SlideshowBox is the only component that needs to be in the display list/stage when creating slide shows. The other components from the package are the SlideshowBox templates and they only have to be in the library of your project; they don't need to be placed in the display list.

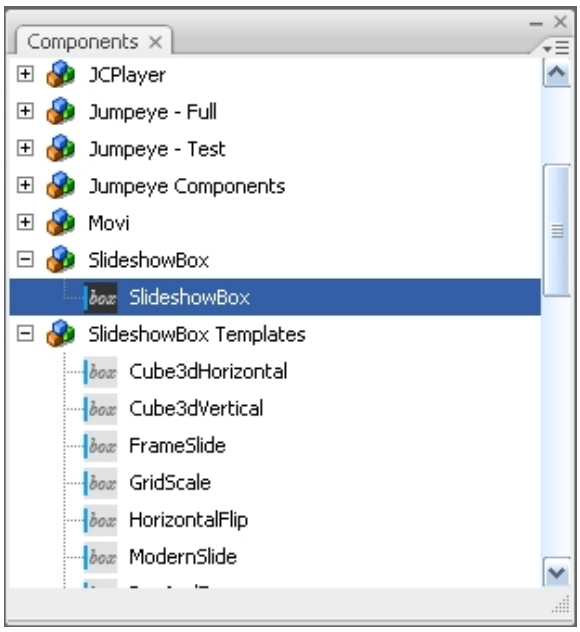
Once you have your Flash application set up, you have the component on the stage and all the necessary templates in the Library, SlideshowBox will instantiate from the library and initialize the template you selected. Once the SlideshowBox template is set up and initialized, it will start loading the images you specified in the source XML data. The SlideshowBox template itself will be handling any user interaction like navigating through the album, playing or pausing the slide show and entering or leaving the full screen mode.

4.4. Usage

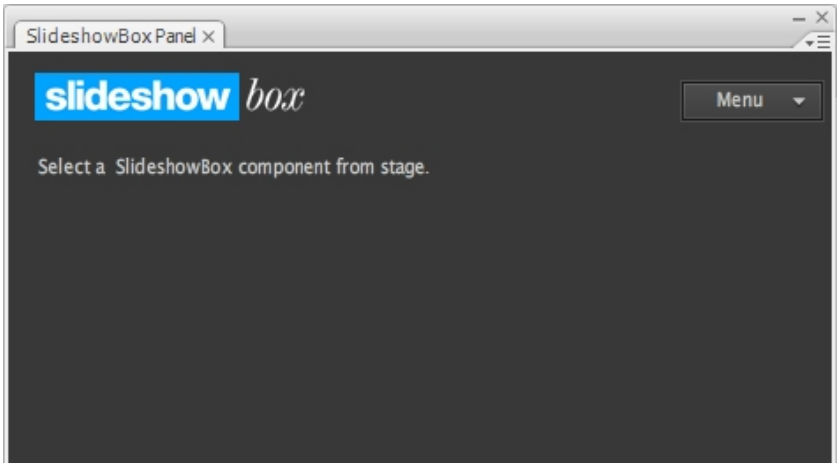
Using the SlideshowBox component to create photo albums and slide shows requires a few easy steps:

1. Open Adobe Flash CS3/CS4/CS5 and create a new AS3 file: select **File > New > Flash File (ActionScript 3.0)**.

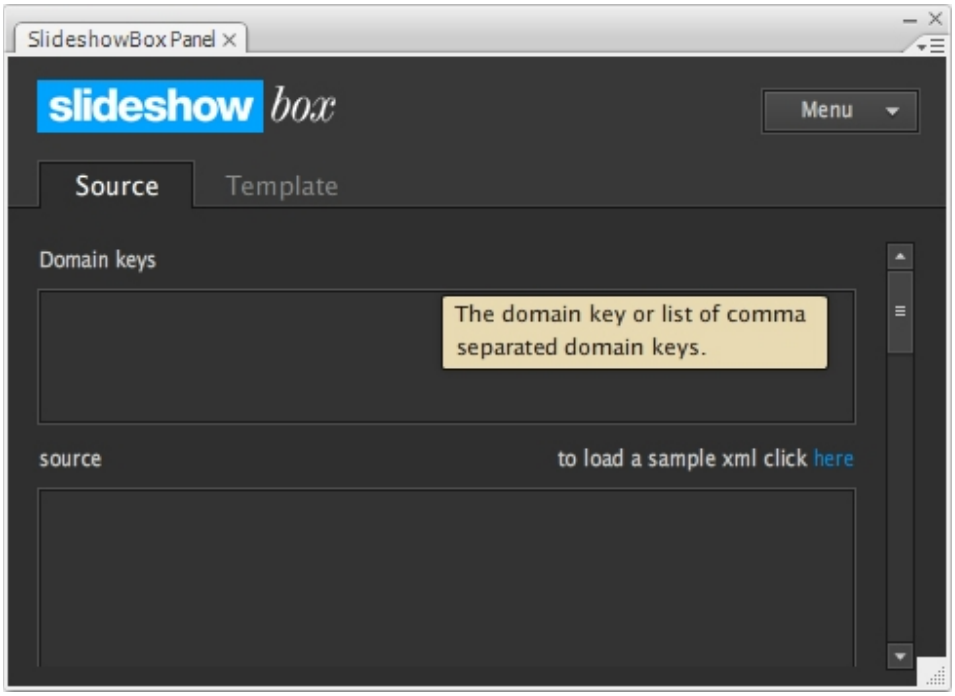
2. Open the Components panel (**Window > Components** or Ctrl + F7 for Windows/Cmd + F7 for Mac OS) and, from the SlideshowBox folder, select the SlideshowBox component. Drag the component and place it on the stage.

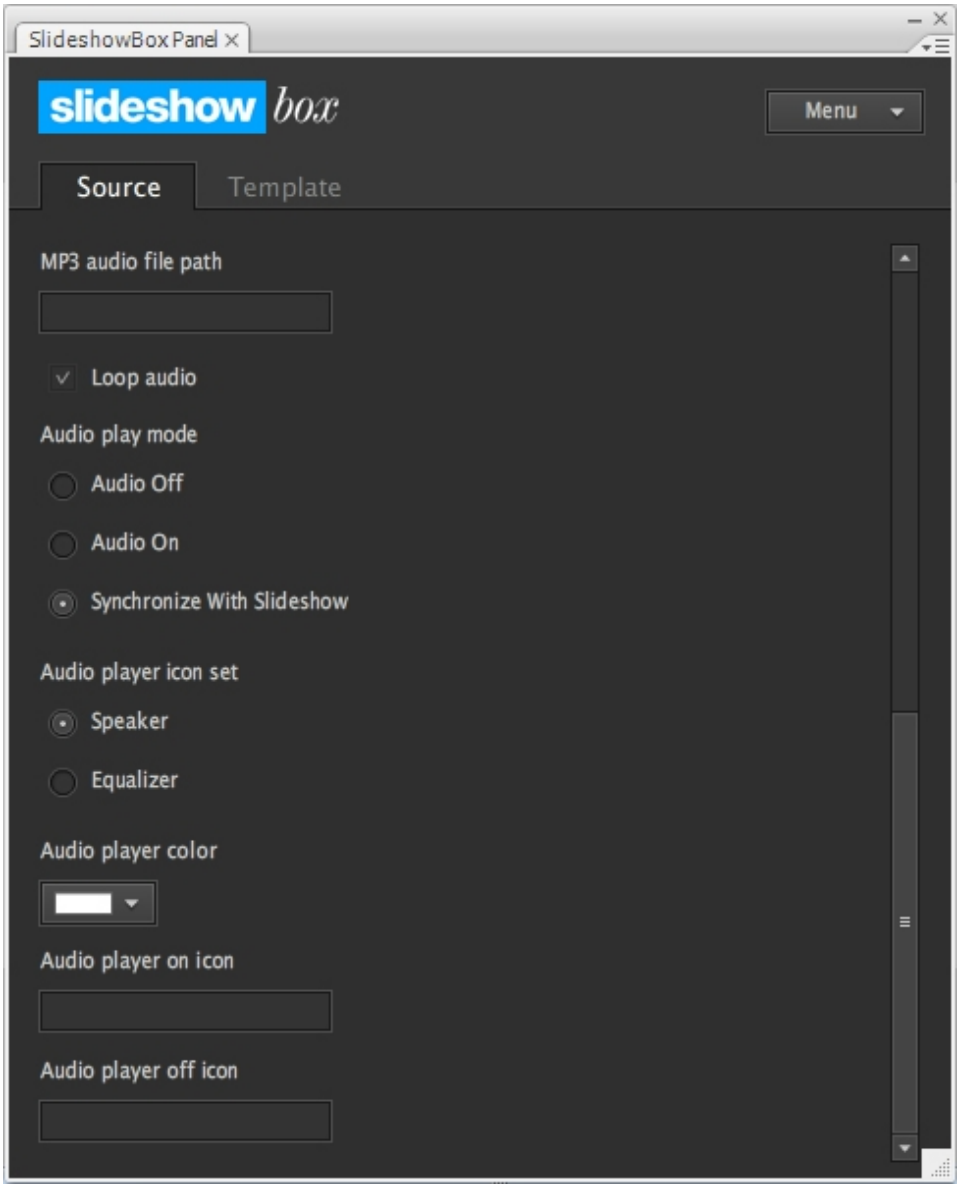


3. Next, using the SlideshowBox Panel, you must specify the domain key(s) purchased for your SlideshowBox license so when you host the slideshow on the domain for which the key was generated the watermark will not be displayed. The slideshow will work normally without the domain key, but it will display a watermark. The most important thing to set for the slideshow is the list of images and their information (title/description – if it is the case) that will be loaded into the SlideshowBox component. The list of images can be a XML file or a RSS 2.0 feed from Flickr, Picasa, PhotoBucket or Smugmug. You will also have to specify which of the SlideshowBox templates you want to use. For this, click on the SlideshowBox component you've just placed on the stage to make sure it is selected and next, open the SlideshowBox Panel (**Window > Other panels > SlideshowBox Panel**).

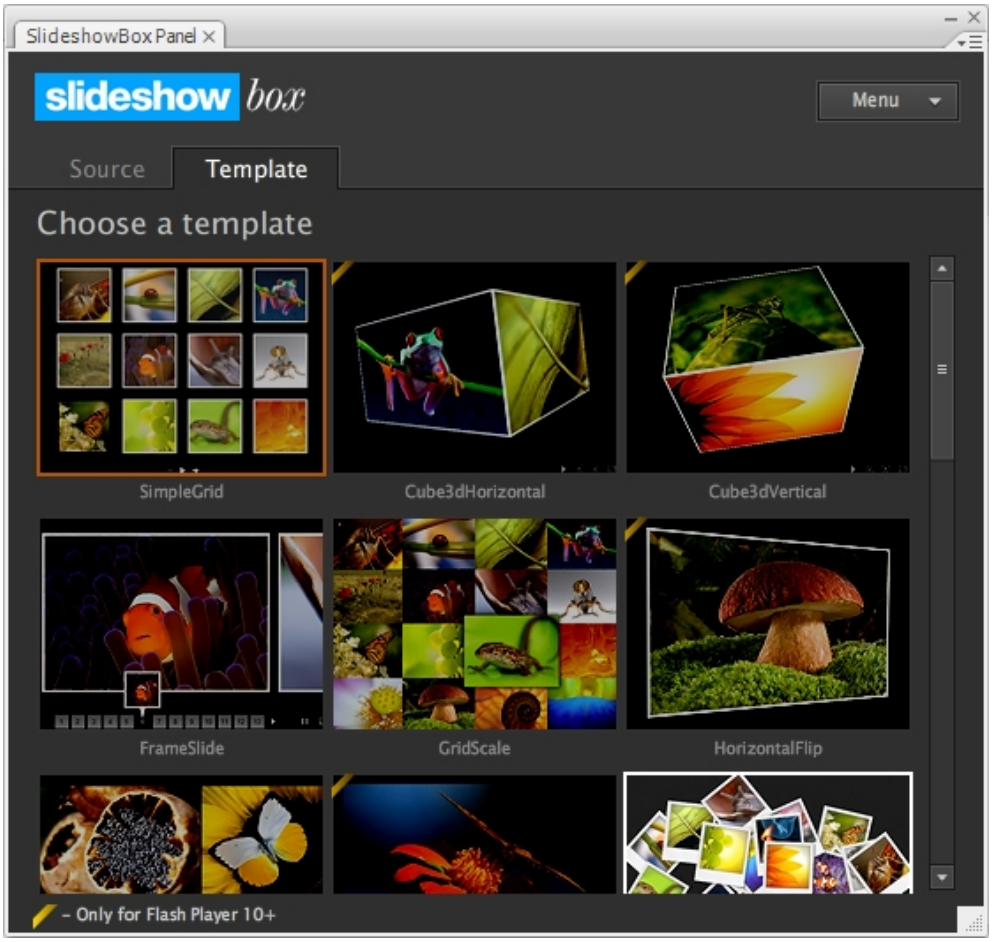


4. If the SlideshowBox Component object is selected, the SlideshowBox Panel will display information for that component instance. In the SlideshowBox Panel, set the source for the slide show (as the URL of your XML file or as the XML data itself). If you enter a domain key for the Internet domain where the slidshow will be hosted, the slideshow will not display a watermark. You can also set the audio player properties if you would like add an mp3 file to be played during the slide show. At this point the slide show should work with the default template (since you didn't choose a template yet). Next, choose one of the SlideshowBox templates you wish to use. Once you select the template you like, the SlideshowBox Panel will import it automatically into the library.

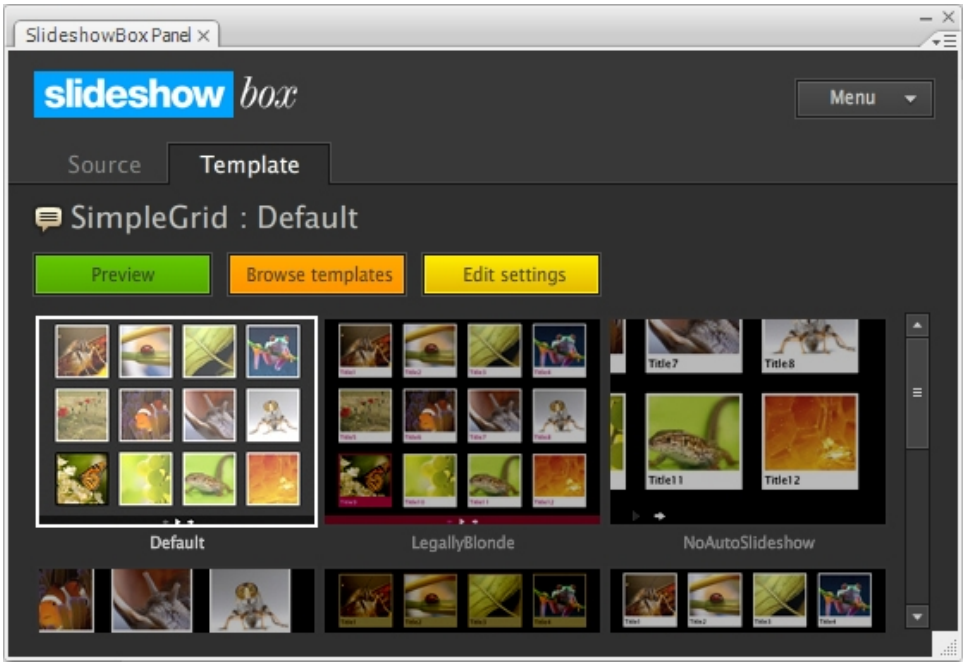

SlideshowBox Panel
slideshow box
Menu
Source
Template
Domain keys
The domain key or list of comma separated domain keys.
source
to load a sample xml click here


SlideshowBox Panel
slideshow box
Menu
Source
Template
MP3 audio file path
Loop audio
Audio play mode
Audio Off
Audio On
Synchronize With Slideshow
Audio player icon set
Speaker
Equalizer
Audio player color
Audio player on icon
Audio player off icon

Note: The album templates and template presets are displayed as lists of icons. Each icon is actually a screen shot of the template/preset. To see the selected template or preset in action, simply click on the **Preview** button in the **Template** tab.



5. Once you choose a SlideshowBox template, you may customize it and then test your file by hitting Ctrl + Enter for Windows or Cmd + Enter for Mac OS.



Note: From this point onward, to create multiple slide shows, you can simply use multiple SlideshowBox instances on the stage. To do this, drag the SlideshowBox Component from your library over the stage; then, use the SlideshowBox Panel to configure them.

Note: If you would like to use a single SlideshowBox instance for your slide shows and continually change the source property to a different XML data you will need to use ActionScript 3.0 code (intermediate or advanced Flash/coding skills are required).

4.5. Customizing the Audio Player

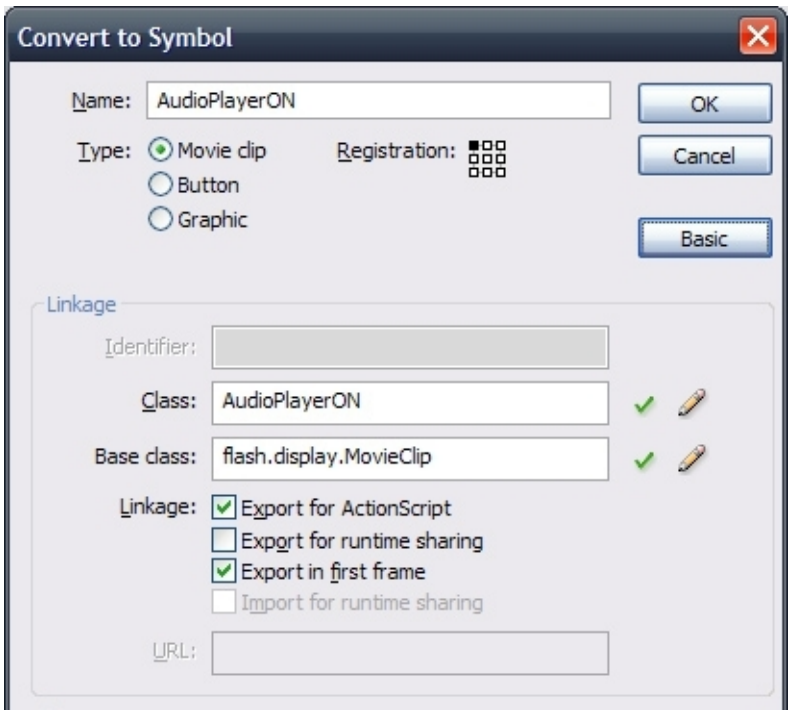
The SlideshowBox component comes with an audio player that lets you play a .mp3 audio file during the slide show. The audio player is displayed in the top-right corner of the album and has two states: audio on and audio off. Each audio state is represented by a graphic symbol.

By default, the component displays the audio player either as a speaker symbol or as an equalizer symbol. The user can choose which one of the two symbols to be displayed, simply by setting the audioPlayerIcon property (*Audio player icon set*).

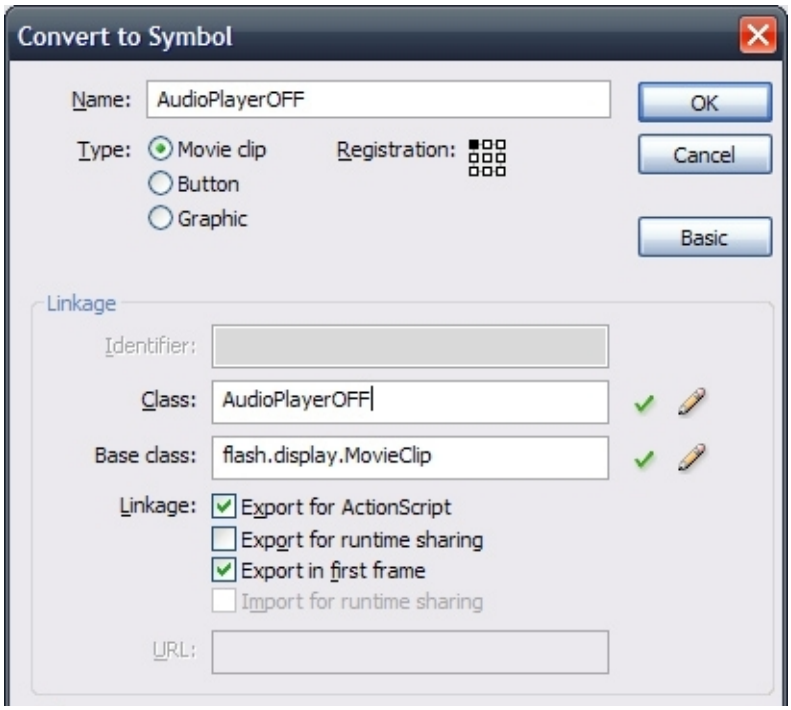
If you wish, the graphical symbols used by the audio player can be changed to your own icons. For this, simply design your own ON and OFF icons and add them to the project library by converting them to clips. Once created, name those clips and also give them class names. Finally, set the class names to the audioOnClip and audioOffClip properties, in the SlideshowBox Panel.

1. Draw your ON and OFF states for the audio player.

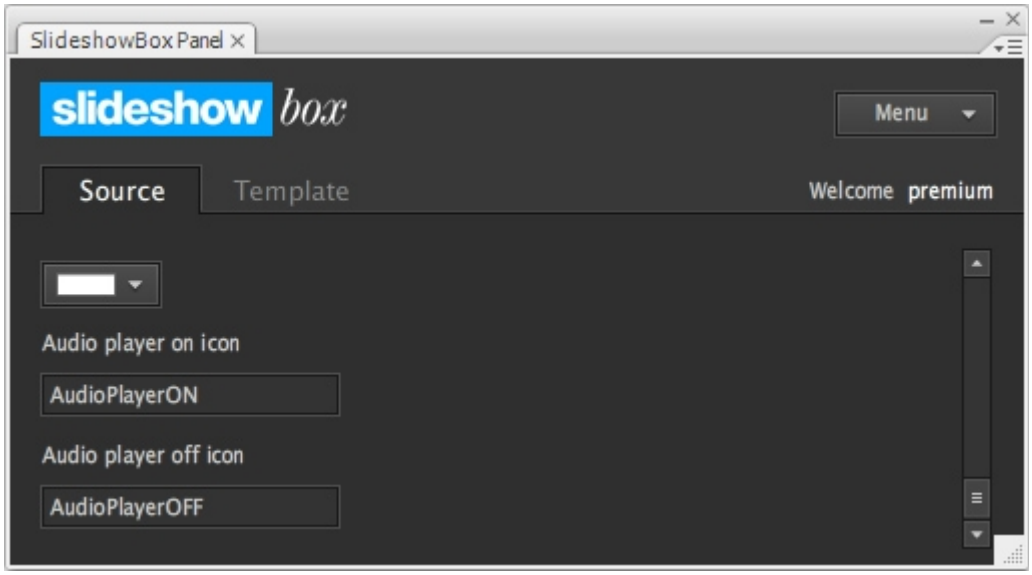
2. Select the ON graphic and convert it to a Movie Clip object by pressing F8. In the dialog box give the clip a name and select the *Export for ActionScript* option to set a class name to the clip.



3. Select the OFF graphic and convert it to a Movie Clip object by pressing F8. In the dialog box give the clip a name and select the *Export for ActionScript* option to set a class name to the clip.



4. Finally, select the SlideshowBox component instance on the stage and open the SlideshowBox Panel. In the Source tab, set the Audio player ON icon and Audio player OFF icon properties with the class names assigned to your ON and OFF clips.



4.6. SlideshowBox Templates

The SlideshowBox package comprises of the SlideshowBox component itself and the SlideshowBox templates. The component has the main role of loading and setting up the album template chosen by the user. Each album template has its own particularities which may consist of different designs, modes of interaction or configuration possibilities. The SlideshowBox templates are the actual albums that display the slide shows. These templates are set up by the SlideshowBox component and they manage the album images and user interaction.

The SlideshowBox templates come as separate components in the package and are installed in the SlideshowBox Templates folder. This folder is located in the Components panel of the Adobe Flash IDE. The templates can be loaded and configured in either of two ways: the easiest way – by using the SlideshowBox Panel (no coding skills are required) or by ActionSctipt code (intermediate or advanced coding skills are required). For more information on how to use the component by code, please consult the ActionScript 3.0 Usage document together with the documentation for each SlideshowBox template. The ActionScript 3.0 Usage document contains the general parameters of the SlideshowBox component, while the template documentations contain the list of parameters for each template.

For the album templates to be loaded by the SlideshowBox component, the template components must be placed into the project Library. When setting up SlideshowBox using the panel, the SlideshowBox Panel automatically adds the selected templates into the Library panel. When using SlideshowBox by code, the album templates must be placed into the Library manually. This can be done by dragging the selected template from the Components panel over the Library panel.

4.7. Using The SlideshowBox Panel

4.7.1. Applying SlideshowBox Templates

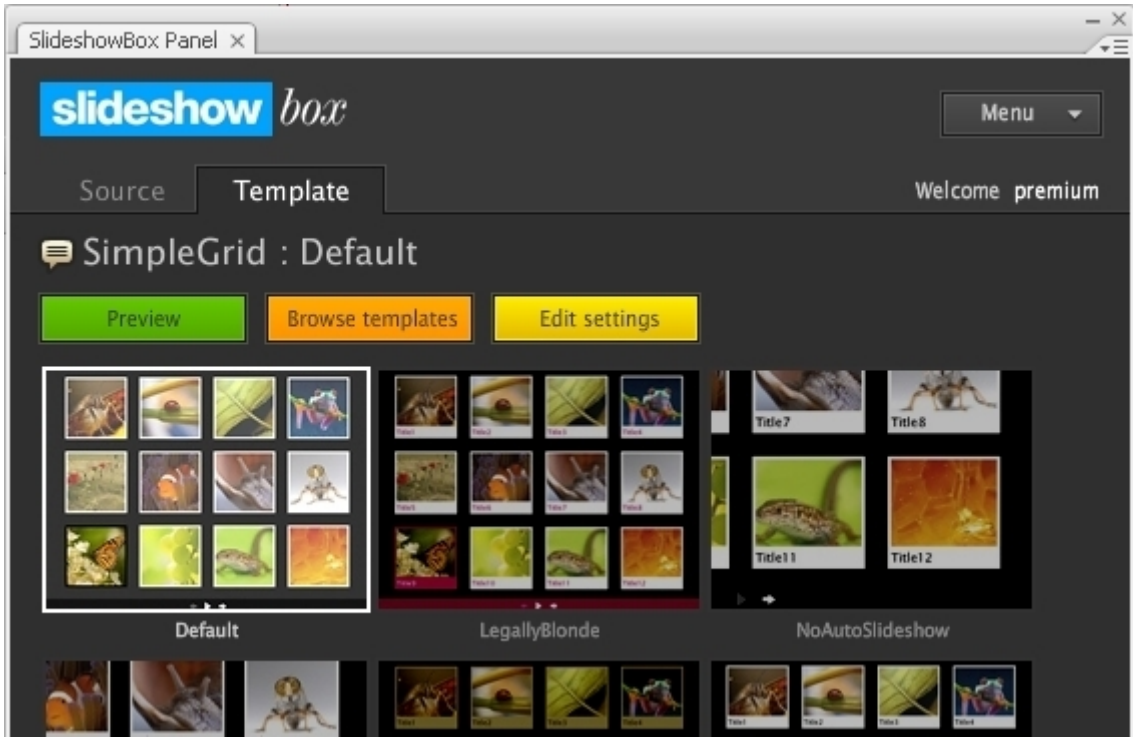
The easiest and most common way to create SlideshowBox albums is by using the SlideshowBox Panel. From the panel you can apply any template you want to your SlideshowBox instance, customize it the way you want and then preview the result of your album's configuration.

1. First, either select a SlideshowBox Component instance from the stage or drag an instance of the SlideshowBox Component to the stage and leave it selected.

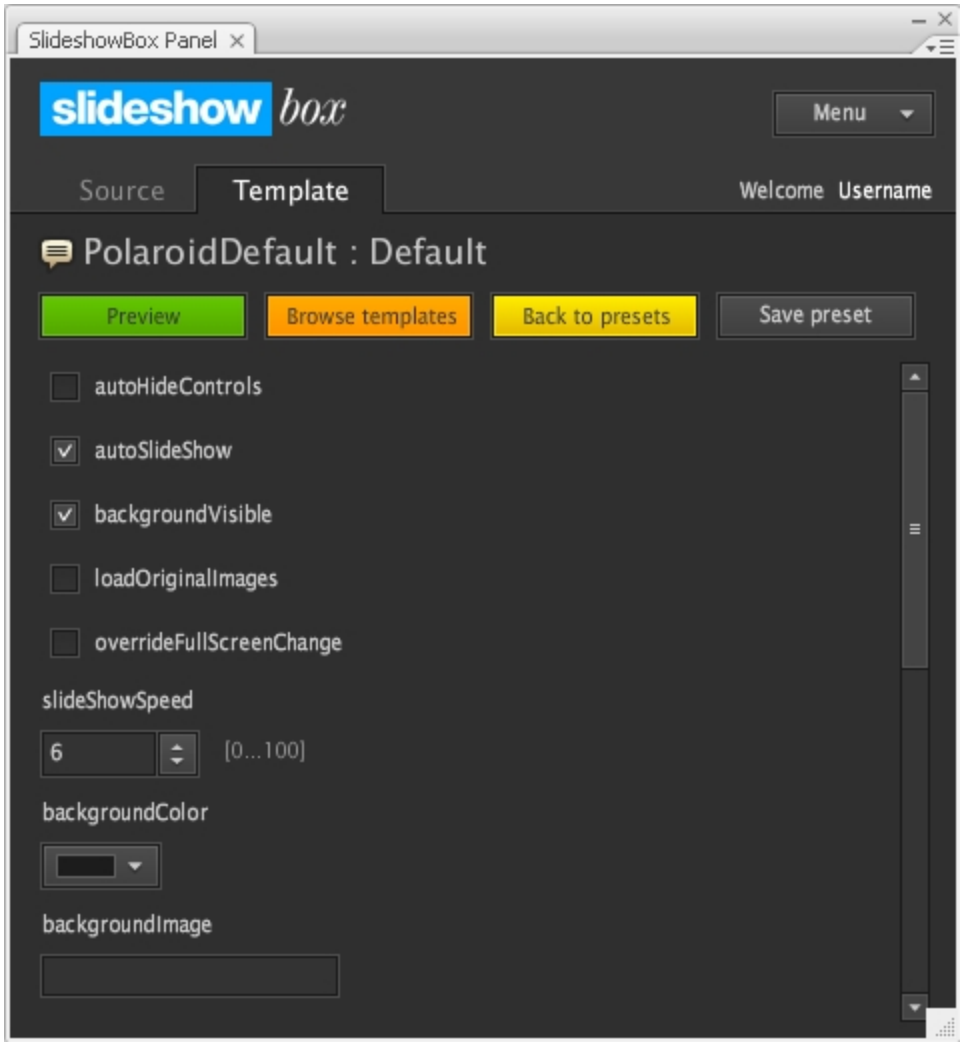
2. Open the SlideshowBox Panel (**Window > Other Panels > SlideshowBox Panel** or Ctrl + F7 for Windows/Cmd + F7 for Mac OS).

3. Make sure the SlideshowBox Component is selected on the stage. In the SlideshowBox Panel, select the template you wish to use from the **Template** tab.

4. The selected template has a number of existing presets from which you may choose.



5. To further customize the selected template, you may change the property values in the **Edit Settings** section.



6. For each selected template or preset, the SlideshowBox template is automatically imported into the library.

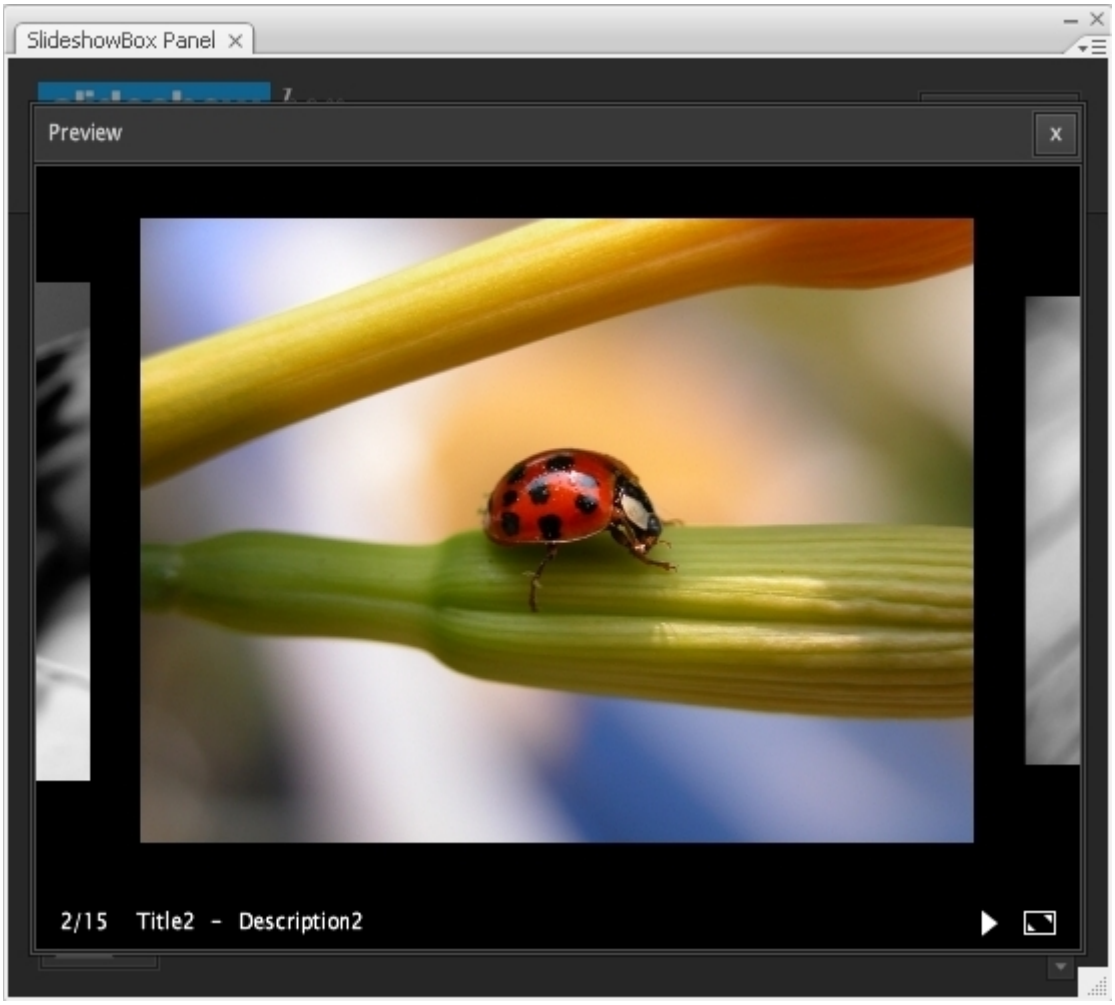
Note: After experimenting with more templates, you will notice they have all been imported into your project library. If you want to get rid of the unused patterns, choose **Menu > Optimize fla**.

If you accidentally remove templates from the library and you're not sure which templates they were, you may use the **Menu > Update fla** option to allow the SlideshowBox Panel to scan your project. It will import the templates that have been applied (in case you use several SlideshowBox instances) but are not found in the library.

Important! *These operations are time consuming and use a lot of CPU power depending upon the number of SlideshowBox Component instances in your .fla file. Also depending on the amount of SlideshowBox instances you've created, these operations may not import all the missing templates or may not remove all the extra templates, so it is always a good idea to check all the templates that have been used.*

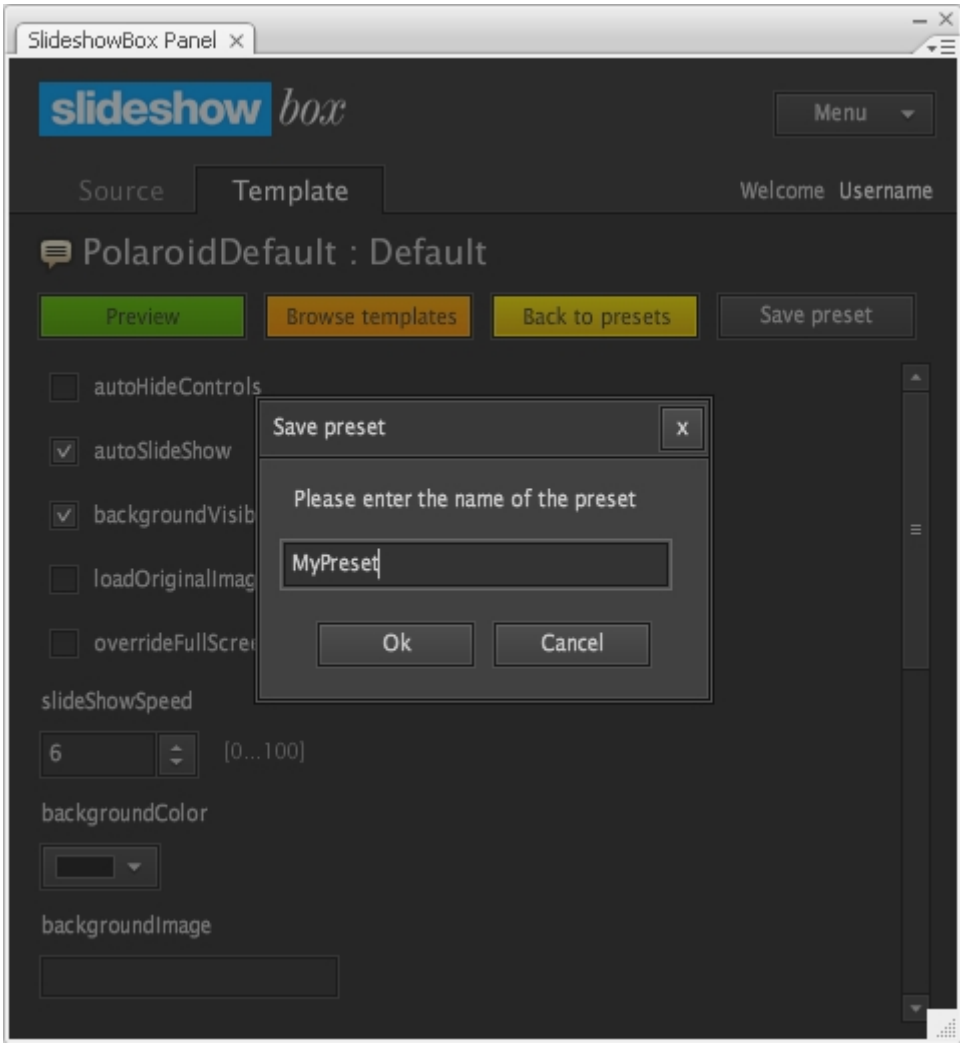
4.7.2. Customizing, Saving and Previewing Your Work

The album templates and their presets are displayed as lists of icons in the **Template** tab. Each icon is a screen shot of the album, with the looks determined by the settings from the presets. After selecting the desired album template from the Template tab, the list of presets will open with the default preset selected. By pressing the **Preview** button at this point, a demo album will be displayed with the default settings of the selected template.



You can further customize the template by selecting an existing preset or by customizing it yourself. Each preset has different settings for the same template so once you select one of the presets you can preview them by pressing the Preview button.

Once you've finished adjusting the pattern settings, you may save these settings as your own custom preset. Click on the **Save preset** button, give it a name in the opening dialog, and click the **OK** button. The next time you select the same pattern and the presets list appears, your preset will be among the existing ones.



5. Non-Flash Developer Usage

5.1. Using The Pre-compiled SWF Files

Besides having an Adobe Flash component, SlideshowBox also comes as separate SWF files that can be embedded into HTML pages without necessarily requireing Flash knowledge. Those SWF files can be embedded into HTML files using either the standard <object> HTML tag or using JavaScript. Using JavaScript to embed SWF files into HTML pages, for example using SWFObject, allows for testing Flash Player version number or whether Flash Player is installed or not, and take the necessary actions in these cases.

For both methods the users are required to have Flash Player installed in their browsers (we always recommend installing the latest version from Adobe's website – http://get.adobe.com/flashplayer/). For the JavaScript method, users must have JavaScript enabled in their browsers but this is set by default so you shouldn't worry about it.

Regardless of the embed method used, the flash slideshows are set up through the html page by using FlashVars. You can specify all the flash component parameters and the template

parameters within the same FlashVars declaration so you could setup the slideshow exactly how you like it. For more information on the SlideshowBox Flash component parameters please consult the ActionScript 3.0 Usage.pdf document. The template parameters are all listed separately for each SlideshowBox template. The template documentation can be found in the *Templates documentation* folder, within the downloaded package.

Note: The slideshow will display a watermark if you do not supply a correct domain key for the *domainKeys* parameter, in the FlashVars declaration – the domain key must correspond to the domain the slideshow will be hosted on. However, the easiest way to set up an album and embed it into your own HTML page is by using the SlideshowBox online configuration panel: http://www.slideshowbox.com/online-panel.html. For more information on the SlideshowBox Online Panel please see chapter 6.

5.2. Using The JavaScript SlideshowBox Version

Besides the Flash version, SlideshowBox also comes in pure JavaScript form, meaning that the slideshows can be embedded into HTML pages without the users having to install Flash Player in their browsers. The JavaScript version of SlideshowBox is compatible with any JavaScript enabled browser like Google Chrome, Firefox, Safari, IE7+, running on several PC/laptop or mobile operating systems: Windows, Mac OS, Linux, IOS or Android.

Important limitation: The JavaScript versions of the SlideshowBox templates will not work in Google Chrome when tested locally, on your computer, due to Google Chrome's security sandbox. To test the JavaScript albums with Google Chrome we recommend using a webserver, even locally, on your computer.

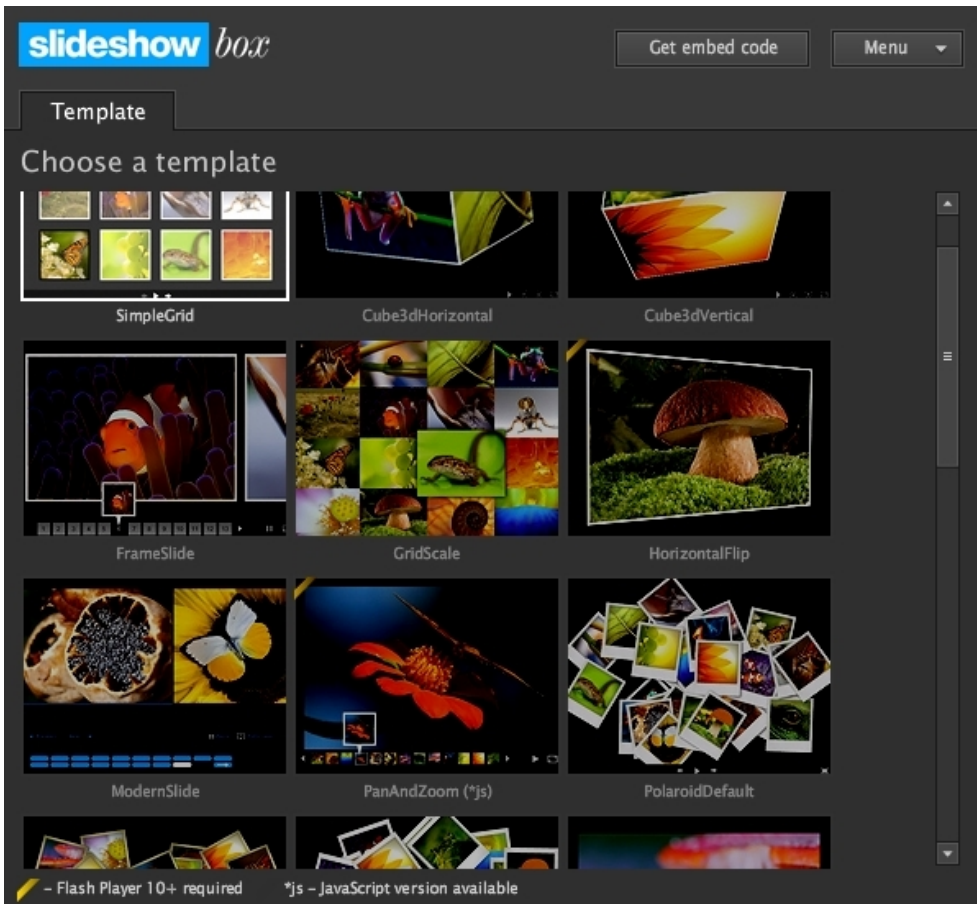
Notes: When using the JavaScript version of the SlideshowBox templates with Firefox, you can only use .ogg audio files to play during the slideshow because Firefox does not support .mp3 files. The slideshow will display a watermark if you do not supply a correct domain key – the domain key must correspond to the domain the slideshow will be hosted on and it is set through the domainKeys parameter.

The easiest way to set up an album and embed it into your own HTML page is by using the SlideshowBox online configuration panel: http://www.slideshowbox.com/online-panel.html. For more information on the SlideshowBox Online Panel please see chapter 6.

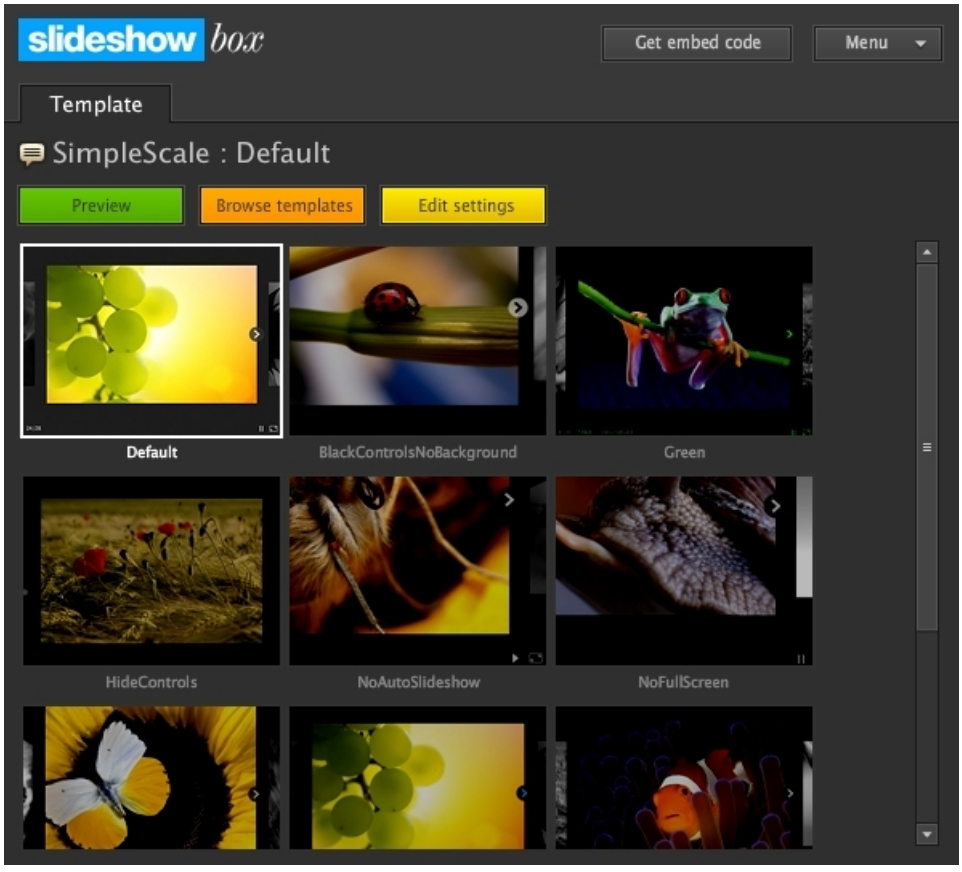
6. Using The Online Panel

The easiest way to set up an album and embed it into your own HTML page is by using the SlideshowBox online configuration panel: http://www.slideshowbox.com/online-panel.html.

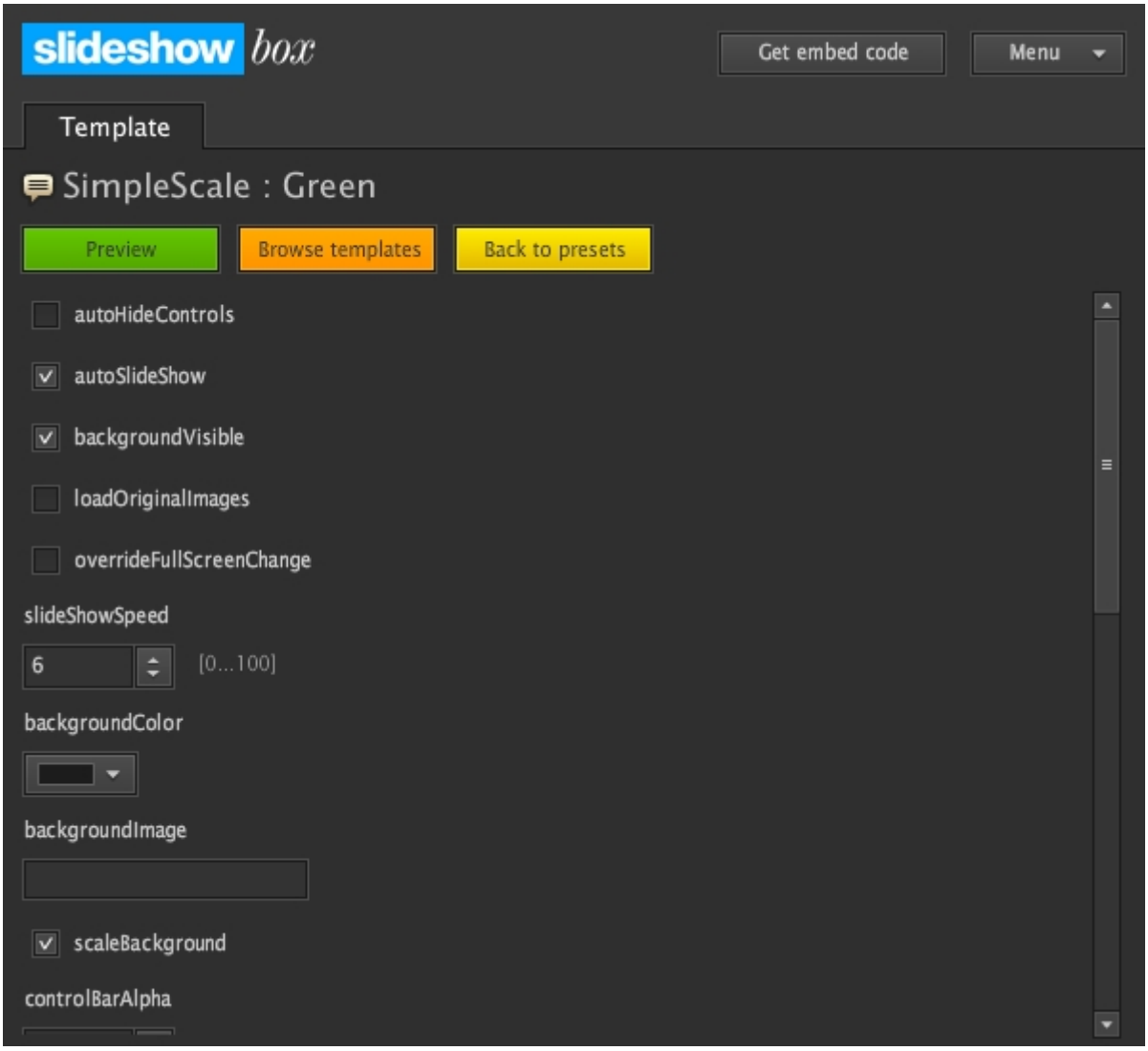
1. Open the SlideshowBox online configuration page and select the template you would like to use to display your album.



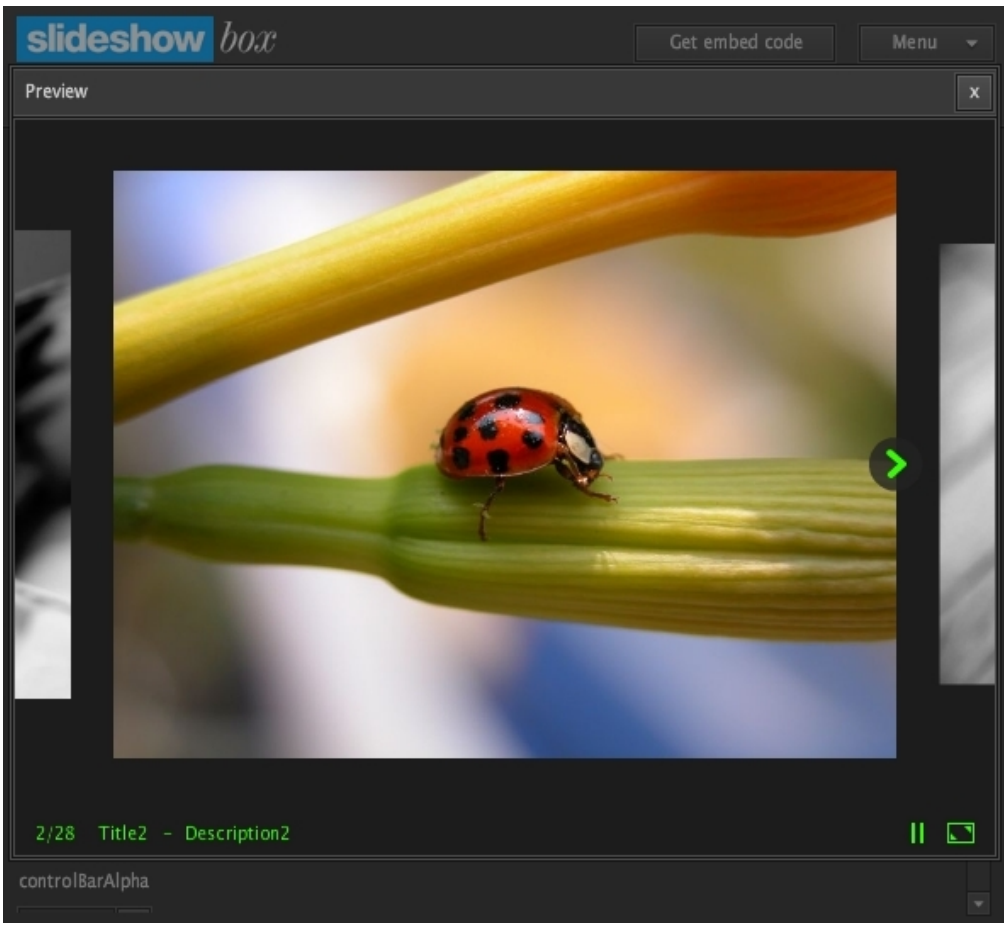
2. Once the template is selected, a list of ready-made presets will open, with the default preset already selected. You can select any of the existing presets or further customize them.



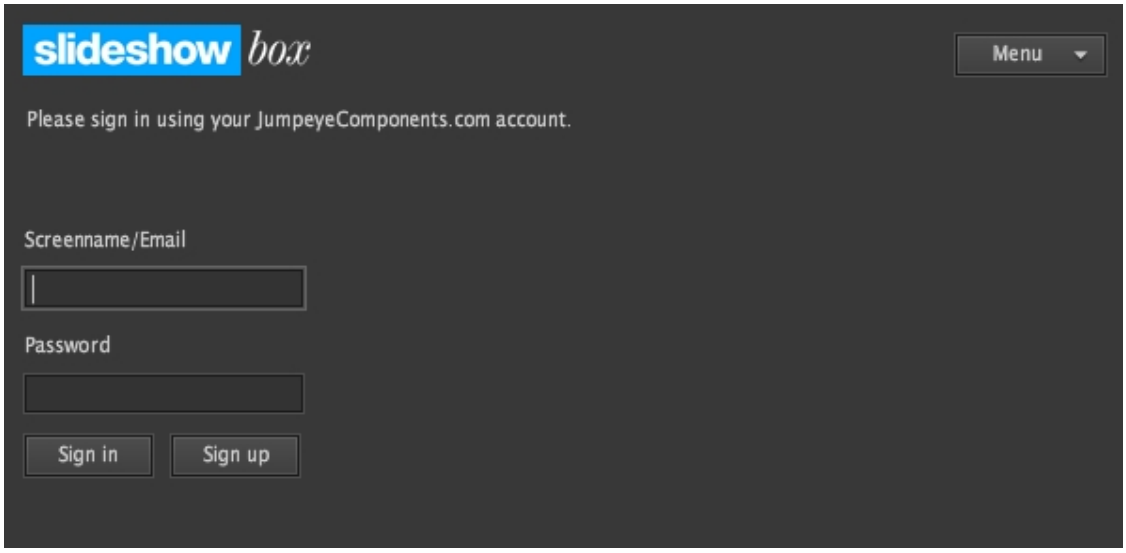
3. To further customize the default or another preset selected by you, simply click on the **Edit settings** button to open up the configuration panel and set the properties of the selected template to suite your needs.



4. After selecting templates, presets and making changes to album properties you can click the **Preview** button to view the changes in the Preview window of the panel and see how the album will look like.

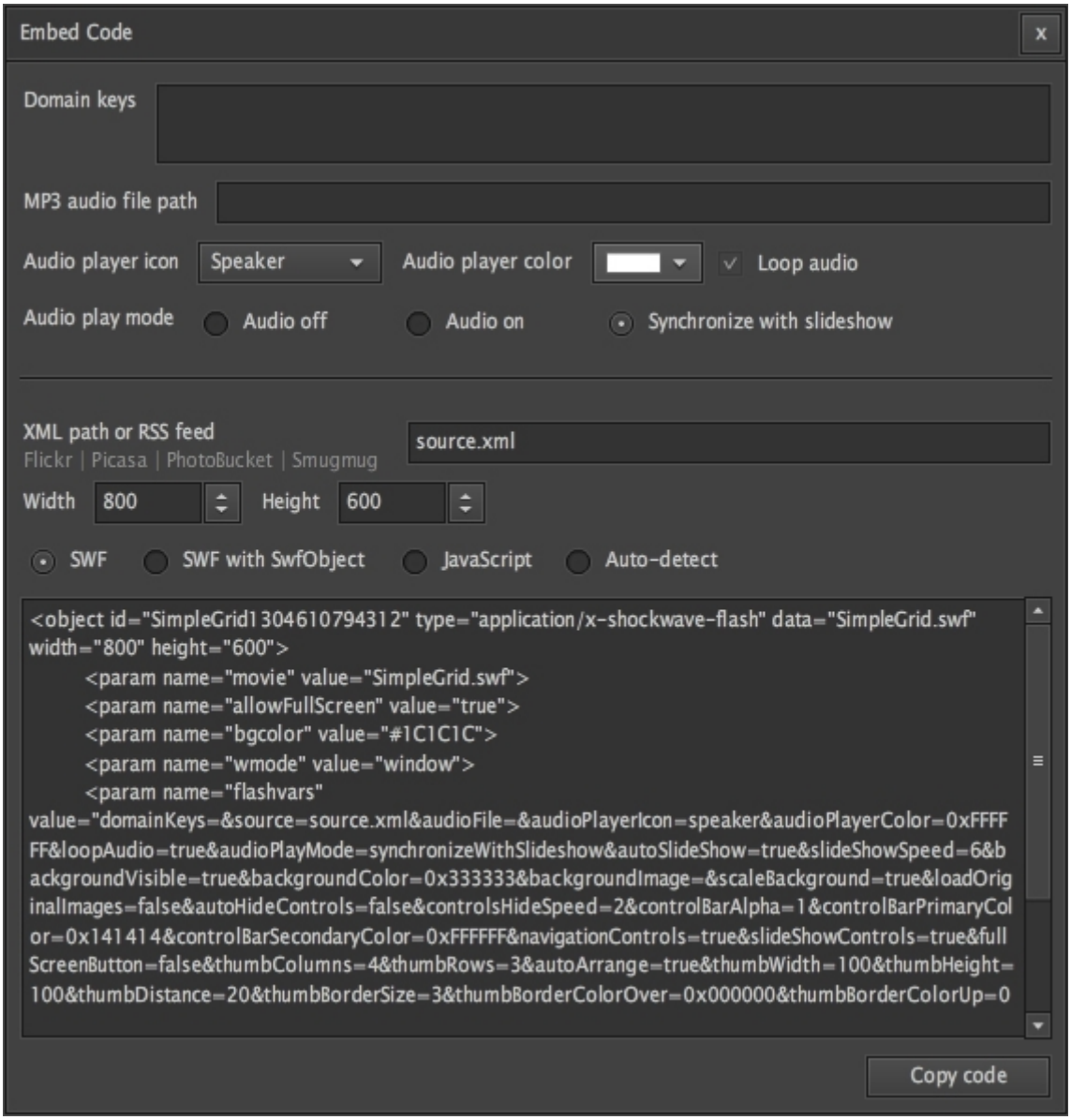


5. Once you are happy with the look of the album click the **Get embed code** button to get the embed code and paste it into your HTML page. If you didn't sign in with your JumpeyeComponents.com account you'll be prompted to do so before getting the embed code.



6. After signing into the panel, the Embed Code window will open allowing you to set the path/URL to the source XML file containing the list of images and set the embed size for your album. You can also select the type of embed code to use. For JavaScript only albums you should select the **JavaScript** option.

Important note: A watermark will be displayed, if you do not set the Domain keys property with the correct key (corresponding to the domain where the slideshow will be hosted on).



For more information on the source XML file for the albums please consult The Source XML File document found inside the SlideshowBox package or at this URL: http://www.slideshowbox.com/source-xml-structure.html.

Note: Not all the SlideshowBox templates are available in JavaScript. For those templates that have full JavaScript alternatives developed, you can choose from two more ways of embed code than the Flash only templates:

- embed only the JavaScript version of the album
- use an auto-detect code which will embed the JavaScript album only if Flash Player is not found in the browser and the Flash version of the album (.swf file) cannot be embedded

7. Finally, click the Copy Code button to copy the embed code into the Clipboard and then you can paste it into your own HTML file.

Note: You can also change the values of the template parameters right in the HTML file, after you have pasted the embed code. In this case, when changing color settings, please note that the values should be specified in hexadecimal notation with the "#" character as a prefix to the color values, for JavaScript templates, or the "0x" characters for the Flash templates. However, we recommend using the SlideshowBox online panel to make any changes to the album settings and then simply copy and paste the new embed code into your HTML file.

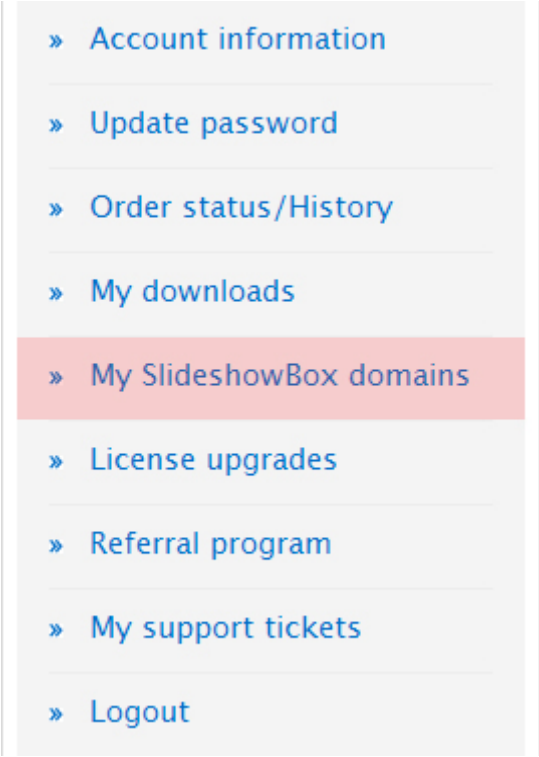
7. Using Domain Keys

The SlideshowBox 2.0 domain keys are simple hash ids generated for a specific domain where the SlideshowBox slideshows will be hosted on. The SlideshowBox 2.0 slideshows work without these domain keys but they will display a watermark over the slideshows. By using these domain keys, the watermark will be turned off. To get such a domain key you must purchase a SlideshowBox 2.0 Domain.

1. On the SlideshowBox main site, from the Prices page (http://www.slideshowbox.com/buy-now.html) select one of the three domain licenses available and press the *Buy now* button:
- 1 domain – the slideshows can be hosted on a single domain without displaying the watermark;
- 5 domains – the slideshows can be hosted on up to five Internet domains without displaying the watermark;
- 10 domains – the slideshows can be hosted on up to 10 Internet domains without displaying the watermark

2. Next, you'll be taken to the JumpeyeComponents.com shopping cart where you'll be able to apply a discount coupon, if you have one. Once the purchase is completed you'll be prompted to go to the Downloads page into your JumpeyeComponents.com account.

3. If you haven't signed into your JumpeyeComponents.com account you'll be prompted to do so. Once you logged in, you will be able to access the SlideshowBox domains from the *My SlideshowBox Domains* menu, on the right side of the site.



4. In the My SlideshowBox Domains page you can add an Internet domain where your SlideshowBox slideshow will be hosted and copy the generated hash id for that particular domain. Now you can paste that hash id into the Domain keys property of the SlideshowBox Panel (online or offline) or set the domainKeys property of the SlideshowBox Flash component or JavaScript template. If you will use one particular slideshow on multiple domains, you can also set the Domains key property with a list of comma separated domain keys.

5. Finally upload the slideshow to the Internet domain for which you retrieved the hash id and the watermark should be turned off from the slideshow.

Note: If you would like to use SlideshowBox on subdomains of the main domain you specified, please contact us at support@jumpeyecomponents.com.